





Invitation to Party - Arabia

Dungeon	1
Floors	4
Type	Cave
Trinkets	Bronze Cauldron (Arabia)
Items to keep	Aqua Suit
Dungeon Items	Gold Key, Torch, 7 Crystals (Red, Yellow, Pink, Green, Orange, Purple & Blue), Bucket
Theme	Naturally formed cave, featuring stalagmites and stalactites. Some instances of carved stone and support pillars. Could have once been used as a storage area, although this would have been many years ago.
Story	<p>Pepper and Johnny are travelling through Arabia on their way to the 'XXX'. As they are trekking through the 'XXX' they come across an old man standing next to a stream. The man turns around and waves to Pepper; "Say there sonny, could you run me a little errand?"</p> <p>"What needs doing there" Pepper replies.</p> <p>"Well, I've got this invitation to deliver and, I'm having trouble climbing this mountain"</p> <p>"Who's the invitation for?" Pepper questions</p> <p>"Oh, its for XXX, he lives inside the mountain. You see, the village is having a party tomorrow and XXX stormed off before we had chance to invite him."</p> <p>"Stormed off?"</p> <p>"Yes well, he can be a bit grumpy...well he can be very grumpy. His reason this time was because, when he came down to the village for his food; we told him he could not have any because it was all for tomorrow's party. He kind of got upset and stormed off."</p> <p>"And that was before you gave him the invitation?"</p> <p>"Yes, it was before we had the chance to tell him. So he probably thinks we are not going to invite him, which isn't true, he just needs to listen more."</p> <p>The old man hands Pepper the invitation.</p> <p>"The entrance to the mountain is just up this track" The man points to the rocky walkway. "Thanks sonny; good luck!"</p> <p>Pepper and Johnny step inside the dark entrance to the mountain, and their quest begins.</p>
Maps	<div> <p>Floor 1</p>  <p>Area 11 Floor 1</p> </div> <div> <p>Floor 2</p>  <p>Area 12 Floor 2</p> </div> <div> <p>Floor 3 (Entrance)</p>  <p>Area 13 Floor 3</p> </div> <div> <p>Floor 4</p>  <p>Area 14 Floor 4</p> </div>

Area	1
Floor	3
Room Type	Cave
Exits To	Area 2, Area 3 (Key Needed), Area 4
Gameplay	<p>Scene</p> <p>This is the entrance point, where Pepper and Johnny arrive in the cave. The medium sized room is naturally formed within the mountain. The main light source is from the cave's entrance; torches that are positioned around the walls provide light.</p> <p>The floor is littered with old food sacks and debris, swept in through the cave's entrance.</p> <p>Few Stalagmites reach up from the floor.</p> <p>The ceiling cannot be seen, as it is too dark.</p> <p>The exit points are formed rock (As throughout the dungeon), Area 3 has a wooden door with a large gold keyhole.</p> <p>At the top of the room is the end of a water slide, which lands in a rock pool, below.</p>

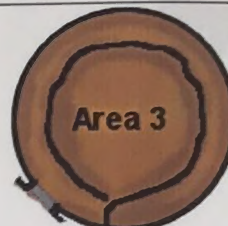


Area	2
Floor	3
Room Type	Cave
Items	None
Exits To	Area 1, Area 9 (Floor 2)
Gameplay	<p>Scene This smallish cave's main feature is a naturally formed, one-way slide toward the centre of the room, leading down to Area 9 on Floor 2. The walls are lit with hanging torches. The low ceiling curves over, to create a rough dome effect.</p> <p>Slide The slide is formed around a thin column, reaching to the floor below. Water dripping from the ceiling has made the slide slippery. The first time Pepper and Johnny use this slide, the following cutscene will be shown. Dungeon1_Area2_Slide1 Every time after this, the following cutscene is played. Dungeon1_Area2_Slide2</p>



Mock-up Map

Area	3
Floor	3
Room Type	Cave
Items	None
Exits To	Area 1, Area 17 (Floor 4)
Gameplay	<p>Scene This cave extends up to the fourth floor, via a spiralling ramp around the edge of the room. Spaced along the walls, are a number of torches that light the way. The ceiling cannot be seen as is too dark.</p> <p>Puzzle - Bucket Run (See Area 17) The first time Pepper enters this room, in 'Bucket Run' subgame, the following cutscene will be shown.</p> <p>Dungeon1_Area3_Bucketrun</p>



Mock-up Map

Area	4
Floor	3
Room Type	Cave
Items	None
Exits To	Area 1, Area 5
Gameplay	<p>Scene This long and narrow cave ends in a chasm; acting as a storage area, it is littered with useless items, stone carvings and crates.</p> <p>The chasm at the end reaches over to Area 5, Pepper can see floor 2 below. Six great pillars, three per side, support the walls at the side of the chasm.</p> <p>Cut Scene – Swing When Pepper and Johnny first swing across this chasm, the following cut scene is played. Dungeon1_Area4_Swing1 Then after this, will show. Dungeon1_Area4_Swing2</p>



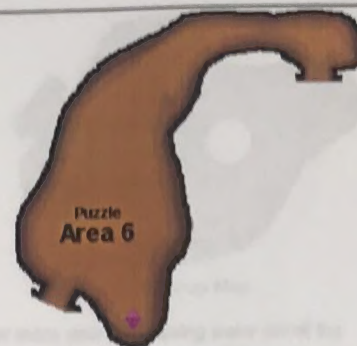
Mock-up Map

Area	5
Floor	3
Room Type	Cave
Items	None
Exits To	Area 4, Area 6, Area 7 (No access)
Gameplay	<p>Scene</p> <p>This medium sized cave, situated at the end of the chasm, has two exits; at the north and west. There is also a naturally formed slide entering the cave from Area 7.</p> <p>Support pillars are lined up around the walls, each holding a burning wall torch.</p> <p>If Pepper and Johnny first swing across the chasm from here, then the following cutscene will be shown.</p> <p>Dungeon1_Area5_Swing1</p> <p>Then, after.</p> <p>Dungeon1_Area5_Swing2</p>



Mock-up Map

Area	6
Floor	3
Room Type	Cave
Items	Purple Crystal
Exits To	Area 5, Area 8
Gameplay	<p>Scene This large cave has two entrances from Area 5.</p> <p>Items Pepper will receive the Purple crystal after completing the puzzle.</p> <p>Puzzle – Swinging Spiders See Puzzle Section</p>




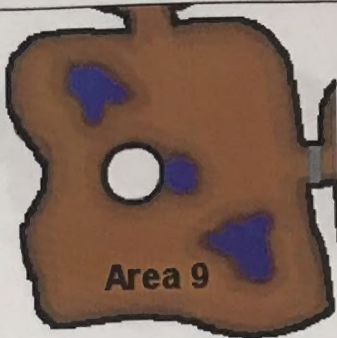
Mock-up Map


Area	7
Floor	3
Room Type	Cave
Items	None
Exits To	Area 5, Area 15 (No Access)
Gameplay	<p>Scene This small cave has a one-way, sliding exit into Area 5 and an entrance from Area 15, on Floor 2. The hole in the centre of the room periodically spurts water from the geyser below.</p> <p>The area around the hole from which the geyser water springs, is surrounded by small pools of water which collect in worn, rock pools. The whole cave has a very moist look, with very smooth, water worn walls and floors.</p> <p>Slide The slide that passes through into Area 5 has been formed over many years of passing water out of the cave.</p> <p>When Pepper uses the slide for the first time, the following cutscene is played. Dungeon1_Area7_Slide1 Every time after this, the following cutscene is played. Dungeon1_Area7_Slide2</p>



Mock-up Map

Area	8
Floor	3
Room Type	Cave
Items	Green Crystal
Exits To	Area 6, Area 12 (Floor 2)
Gameplay	<p>Scene This small cave's main feature is the hole leading to Area 12 (Floor 2). This cave has many torch stands around the room for illumination.</p> <p>Items Green Crystal In the centre of the cave is a podium with a Green Crystal sat on top, which Pepper can collect.</p> <p>Torch Lying on the floor is a detached wall torch, which Pepper can use (Needed for Web Way Out Puzzle).</p>
	 <p>Mock-up Map</p>

Area	9
Floor	2
Room Type	Cave
Items	None
Exits To	Area 11, Area 10, Area 2 (No Access)
Gameplay	<p>Scene This small cave has the base of the slide from Area 2 (Floor3). Large torches on stands are situated at the four corners of the room. The slide is the same as Area 2 (Floor 3), and leads into a small pool of collected water. The entrance point to Area 10 is blocked by a stone crafted door, which is opened by solving the following puzzle.</p> <p>Puzzle – Hungry Statue See Puzzle Section</p>
	 <p>Area 9</p> <p>Mock-up Map</p>

Area	10
Floor	2
Room Type	Cave
Items	Aqua Suit
Exits To	Area 9
Gameplay	<p>Scene A well-formed cave that is completely carved and constructed as a room. The walls are lined with pillars and cloth hangings. A large, patterned rug covers the floor.</p> <p>Items Aqua Suit The Aqua Suit is situated in the centre of the room, worn by a mannequin.</p>
	 <p>Area 10</p> <p>Mock-up Map</p>

Area	11
Floor	2
Room Type	Cave
Items	None
Exits To	Area 9, Area 12, Area 13
Gameplay	<p>Scene</p> <p>This corridor has six wall hangings featuring ancestors of the dungeon boss, ranging back many generations (solution for Area 14 Puzzle).</p> <p>Torches on stands are lined around the walls and light the corridors.</p> <p>Support pillars are carved into the stone walls.</p> <p>Paintings</p> <p>The paintings are arranged in age order starting from oldest to youngest. Pepper can interact with each painting to read the name and age.</p> <p>Painting 1 – XXX</p> <p>Painting 2 – XXX</p> <p>Painting 3 – XXX</p> <p>Painting 4 – XXX</p> <p>Painting 5 – XXX</p> <p>Painting 6 – XXX</p>

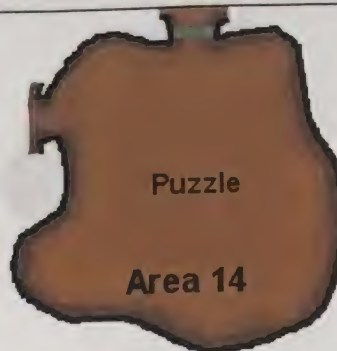


Area	12
Floor	2
Room Type	Cave
Items	None
Exits To	Area 11, Boss Room
Gameplay	<p>Scene This large area has a high ledge at the end, which leads to the boss room. Also, a large hole in the ceiling.</p> <p>Items Push blocks.</p> <p>Puzzle – Stairway to... See Puzzle Section.</p> <div data-bbox="997 392 1300 851" data-label="Image"> </div> <p>Mock-up Map</p>

Area	13
Floor	2
Room Type	Cave
Items	None
Exits To	Area 11, Area 14, Boss Room (No Access), Area 23 (Floor 1)
Gameplay	<p>Scene</p> <p>This large cave has a wide opening leading down to Area 23 (Floor 1), where the underwater cave system can be seen and the Key to Area 3.</p> <p>From the north, is the opening from Boss Room (no access).</p> <p>There is a ladder down to Area 23 (Floor 1) via the western point of the cave.</p> <p>Items</p> <p>The 'Gold Key' can be seen on a pedestal in the centre of the opening. This, however, may only be accessed by working through the maze of Area 23 (Floor 1).</p>



Area	14
Floor	2
Room Type	Cave
Items	None
Exits To	Area 13, Area 15
Gameplay	<p>Scene</p> <p>This well carved cave houses six elegantly carved busts of the dungeon bosses ancestors, each situated on pillars around the room (for puzzle). The floor is plain tiled, and lined up around the walls are torches.</p> <p>The entrance point to Area 15 is blocked by a large stone door, which is opened by solving the puzzle.</p> <p><u>Puzzle – Through the ages</u> See Puzzle Section.</p>



Mock-up Map

Area	15
Floor	2
Room Type	Cave
Items	Yellow Crystal
Exits To	Area 14, Area 7
Gameplay	<p>Scene</p> <p>This small cave's main feature is the central geyser. From caves far below the surface, water builds up pressure and bursts out of this opening in short spurts. Pepper and Johnny can stand over the opening before a spurt, to be lifted up to Area 7 (Floor 3), above.</p> <p>The floor has many small pools formed into the rock. Clothes are hung up around the room, on clotheslines, as if this were used as a giant washing machine.</p> <p>Items</p> <p>Yellow Crystal</p> <p>In a pair of trousers on the clothesline, is stored a Yellow Crystal.</p> <p>When Pepper and Johnny use the geyser for the first time, the following cutscene is played.</p> <p>Dungeon1_Area15_Geyser1</p> <p>Then, after</p> <p>Dungeon1_Area15_Geyser2</p>



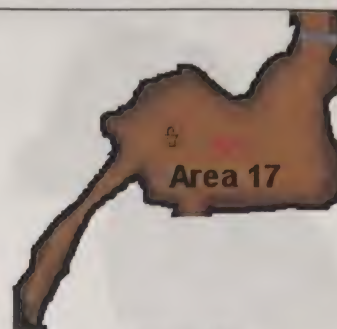
Mock-up Map

Area	16
Floor	2
Room Type	Cave
Items	Bronze Cauldron
Exits To	Area 23 (Floor 1)
Gameplay	<p>Scene</p> <p>This hidden cave can only be accessed from Area 23 (Floor 1), below. The cave has not been visited in many years...and it shows! The walls are covered in cobwebs and the torches that line the walls have long since burned out. A dim light from the water below keeps the cave dimly lit.</p> <p>Trinket</p> <p>A Bronze Cauldron.</p>



Mock-up Map

Area	17
Floor	4
Room Type	Cave
Items	Bucket, Red Crystal
Exits To	Area 3, Area 18, Area 21 (No Access)
Gameplay	<p>Scene Wall torches dimly light this small area. A stone slab blocks the entrance to Area 21 (can only be opened from the other side).</p> <p>Entities Old Man (Magnus Fan-brick-stico) Sitting on the floor in the centre of the room is an old look man wearing a tatty torn brown tunic and torn brown shorts.</p> <p>Items The old man has the Red crystal, which he will give to Pepper in exchange for the bucket of water.</p> <p>Puzzle - Bucket Run When Pepper talks to the old man, he will receive a quest.</p> <p>See Puzzle Section.</p>



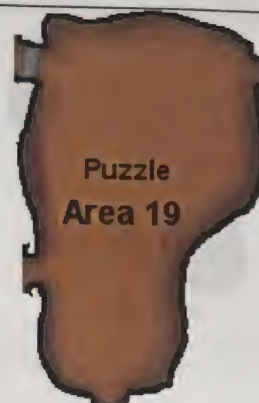
Mock-up Map

Area	18
Floor	4
Room Type	Cave
Item	Pink Crystal
Exits To	Area 17, Area 19
Gameplay	<p>Scene</p> <p>This dark cave has small stone ledges in front of each entrance point and in the far west. The rest of the floor is formed out of spiders' cobwebs (Puzzle).</p> <p>In the centre of the room is a spider hanging from a thread, which Pepper must navigate around.</p> <p>Items</p> <p>Pink Crystal</p> <p>On the far west platform, is a podium with a Pink Crystal, which Pepper can collect.</p> <p>Puzzle - Web Way Out?</p> <p>See Puzzle Section.</p>



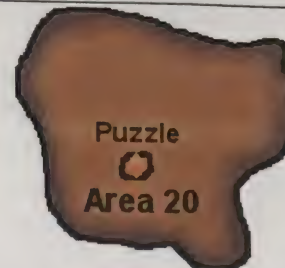
Mock-up Map

Area	19
Floor	4
Room Type	Cave
Items	None
Exits To	Area 18, Area 20, Area 21, Area 22 (after puzzle)
Gameplay	<p>Scene</p> <p>This large room has eight stalagmites, with broken tops (puzzle). The cave is dimly lit, except for a beam of sun light which projects straight down through the centre of the ceiling onto a Multicoloured crystal.</p> <p>The crystal rests on top of one of the stalagmites. This projects coloured light in seven directions, over each of the other seven stalagmites.</p> <p>The southeastern section of the wall has a sad, grey coloured face etched into it.</p> <p>The entrance point to Area 22 is blocked by a solid stone door, which has no handles.</p> <p>Puzzle – Rainbow Crystals See puzzle section.</p>




Mock-up Map

Area	20
Floor	4
Room Type	Cave
Items	Orange Crystal
Exits To	Area 19
Gameplay	<p>Scene A number of torches attached to the walls light this cave.</p> <p>Items Orange Crystal In the centre of the room is a podium, resting on a stand. The podium holds an Orange crystal (puzzle).</p> <p>Puzzle – Solid Stone? See Puzzle Section.</p>



Mock-up Map

Area	21
Floor	4
Room Type	Cave
Items	None
Exits To	Area 19, Area 17
Gameplay	<p>Scene</p> <p>This cave has a push door on the southern wall which leads into Area 17 (once pushed, this door stays open). This enables Pepper to return through this door once it has been opened, thus avoiding the Web puzzle again.</p> <p>The cave is lit by a number of stand torches.</p>
	 <p>Mock-up Map</p>

Area	22
Floor	4
Room Type	Cave
Items	None
Exits To	Area 19
Gameplay	<p>Scene This cave has a large hole which leads down through Area 8 (Floor 3) to Area 12 (Floor 2).</p> <p>Items A large block is situated in the centre of the cave, this is the last part of the Area 12 (Floor 3) puzzle.</p> <p>When Pepper and Johnny try to push the block, the following cut scene is played. Dungeon1_Area22_Block1</p>




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
Area	23
Floor	4
Room Type	Underwater Cave
Items	Key, Blue Crystal
Exits To	Area 13, Area 16 (Secret Area)
Gameplay	<p>Scene This underwater maze can only be accessed when Pepper has the Aqua Suit. A dark cave system lit by the luminous fish. The maze is littered with old items, like candle stands and chests.</p> <p>Items Gold Key Situating on a pedestal above the water, this key can be seen from both Area 22 and Area 13.</p> <p>Blue Crystal This is held in a treasure chest marked on the map. Pepper must swim to the chest and open it.</p> <p>Entities Glow Fish These fish patrol the maze, lighting up the surrounding areas. Each fish follows a set path, which it loops.</p> <p>Blow Fish These fish also patrol the maze, but in much smaller numbers. If Pepper swims within an area around the fish, it will turn and chase him. If Pepper is caught, the fish will swallow him. Once Pepper has been swallowed, the game will change to the following cutscene. Dungeon1_Area23_BlowFish1 Where Pepper will be spat back out into Area 13.</p> <p>Puzzle Maze Pepper must navigate through the maze and reach the 'Gold Key', while avoiding the Blow Fish; he can, at any point, swim to the surface to get his bearings and to see where the key is located. Once Pepper reaches the pedestal, he can climb out of the water and pick up the key, before swimming back to Area 13 (Floor 2).</p> <p>The best tactic for Pepper is to follow the packs of Glow fish around the maze, to give him maximum visibility. Each pack of glow fish will follow a route, which will cross another pack, which Pepper can latch onto.</p> <p>Secret Room Located in the maze (Bottom Right) are a set of ladders which lead to Area 16.</p>

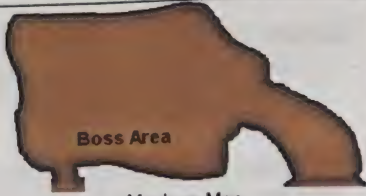


Area 23

Mock-up Map

 Swim under

 Swim Over

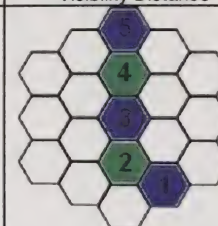
Area	Boss Area
Floor	2
Room Type	Cave
Items	None
Exits To	Area 11, Area 13 (No Access)
Gameplay	<p>Scene This room is littered with old food sacks and half chewed leg bones. It has a generally scruffy and unkempt feel. At the top of the room, is a large bed of hay where the boss obviously spends most of his time.</p> <p>Boss Challenge See Puzzle Section.</p>
	 <p>Mock-up Map</p>

Title:	Bucket Run
Area	Area 17
Players:	1
Controls:	In-game controls apply. Johnny will wait for Pepper at Area 5, after he has carried him over the chasm.
Engine:	In-game.
G.U.I	An on-screen icon displays a cross section of the bucket, showing how much water is left. This, essentially acts as a timer.
Game Type:	Timed, 100 seconds count down. The timer is displayed as water left in the bucket. Reach the end with any water left. Lose 5 seconds worth of water every time Pepper is hit.
Story:	Pepper meets an old looking man (Magnus Fan-Brick-Stico), who asks Pepper to fetch him water from the first floor (Area 13), as he is too weak. Pepper agrees and receives a bucket in which to collect the water. The problem with the bucket is that it is full of holes and won't hold water for long (100 seconds, without any extra knocks).
Gameplay:	<p>Aim of the Game Pepper must travel back to Area 13 and fill the bucket with water (by activating USE next to a water pool). Once the Bucket has been filled, it will instantly start dripping (Game Start). Pepper must then travel as quickly as possible back to the old man (Area 17) with as much water as he can save.</p> <p>Pepper Pepper will be carrying the bucket in one hand while he is travelling; water will be constantly sprinkling from the small holes in the bucket.</p> <p>Route Pepper will only have one choice of route through the dungeon, this will be: Start at Area 13 Move to Area 14 Then Area 15 Travel up the geyser to Area 7 Go To Area 5 Then Area 4 Travel down to Area 1 Enter Area 3 And finally into Area 17.</p> <p>As Pepper is travelling back through the areas, he will trigger actions that will change the physical properties of the area. These areas are:</p> <p>Area 5 - Dungeon1_Area5_Bucketrun When Pepper reaches Area 7, a loud snore can be heard throughout the mountain, causing the place to shake, this is followed by a loud smashing of stone. As Pepper enters Area 5, he can see that three of the supporting pillars over the chasm have fallen, creating a makeshift bridge for him to cross. Pepper must cross this bridge, avoiding slipping off the edge, which will land him back in Area 13.</p> <p>Area 3 - Dungeon1_Area3_Bucketrun When Pepper enters Area 3's doorway, another snoring sound can be heard; again this shakes the dungeon causing a few stalactites to fall and land in the centre of the room. Along the spiral slope a few sections have fallen, causing holes in the walkway. As Pepper ascends the slope, he will hit unseen trigger points along the way, causing boulders to fall from the roof and tumble down the spiral walkway. Pepper must jump these as they approach him, before reaching Area 17.</p> <p>During the cutscenes, the water will stop leaking from the bucket.</p> <p>Winning Pepper wins if he reaches the old man with water left in his bucket. Otherwise, he must reattempt the task.</p>
High Score:	Most amount of water left in the bucket

Title:	Web Way Out
Area:	Area 18
Players:	1
Controls:	In Game Control
Engine:	In Game
G.U.I	Standard
Game Type:	Visual and memory. Torch needed to play.
Story:	When Pepper and Johnny enter Area 17, they notice that the floor is made completely out of spider webs, with the exception of short ledges at the doorways and a point at the far corner, which holds the Purple Crystal. The room is extremely dark, and with the torch Pepper can only see for a couple of feet around him.
Gameplay:	<p>Aim of the Game Pepper must navigate across the spider webs to collect the crystal and reach the exit. Johnny will give Pepper a clue to this puzzle by saying that the old looking spider webs look very weak.</p> <p>The Spider Webs The floor is completely made from two different types of spider web: Old Web – This has a dull look; very grey and old. New Web – These are still very grey but have a light shimmer, like morning dew.</p> <p>Navigate As this room is very dark, Pepper can see a maximum of two spider web distances around him with the torch. As shown on the images right, the pink area is where Pepper will have visibility.</p> <p>Which Web? Pepper must work out which web to stand on by looking for a shimmer of light on a web. However, because he is using a torch to produce the light in the cave, the only web that will sparkle is not the next one he will stand on, but the one after. The example shows spider webs numbered one to five. If Pepper were standing on web number one, he would see number three shimmer, and if Pepper were standing on web number two, he would see web number four shimmer.</p> <p>The player must remember one web in front of the one Pepper is to stand on. Once Pepper has stood on a web, it will be permanently marked with footprints, to allow quick backtracking.</p> <p>If Pepper stands on an old web, the following cutscene will be played and Pepper will be returned to Area 1 (Floor 3). Dungeon1_Area18_WebWayOut1</p> <p>If Pepper and Johnny enter the room without the torch, the following cutscene is played and the pair leaves the room. Dungeon1_Area18_NoTorch1</p>
High Score:	



Visibility Distance

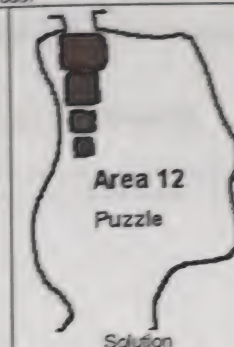


Shimmer Web


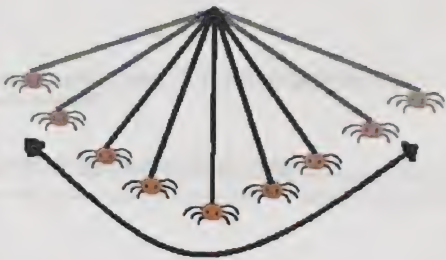



Puzzle
Area 18

Title:	Stair way to ...
Area:	Area 12
Players:	1
Controls:	In-Game Control
Engine:	In-Game
G.U.I	Standard
Game Type:	Environmental
Story:	Pepper and Johnny enter the cave to see the boss asleep in his bed of hay. The problem is that he is up on a platform higher than the floor, on which Johnny and Pepper are standing. Pepper notices there are blocks lying around the room which could be used to make a stairway to the boss.
Gameplay:	<p>Aim of the Game</p> <p>Within the room, are three blocks of different sizes, which may all be pushed and pulled around the room. The solution is; firstly Pepper needs to locate the fourth block located in Area 22 (Floor 4). Once all four blocks are within the room, Pepper needs to push the biggest block up to the boss ledge, followed by the second largest, third and then fourth. Pepper will now have created a set of steps leading up to the Boss Room.</p> <p>Once all of the blocks are in position, Pepper can jump up each one like large stairs in to the Boss room.</p>
High Score:	None

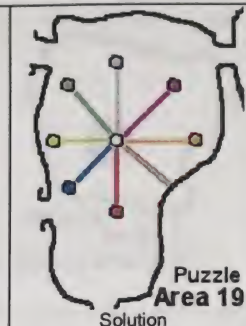


Title:	Puzzle – Hungry Statue
Area:	Area 9
Players:	1
Controls:	In-Game Control
Engine:	In-Game
G.U.I	Standard
Game Type:	Environmental
Story:	A solid stone door blocks the entrance to Area 10.
Gameplay:	<p><u>Aim of the Game</u> Pepper must open the door to Area 10. Sitting on either side of the door, are busts of the Boss's ancestor; the one on the right has its mouth open.</p> <p><u>Solution</u> Pepper must throw a pizza into the right hand bust's mouth. Once this has been done, the bust will start to chew the pizza and the door will rise. After the bust has finished eating, it will burp and the door will fall.</p>
High Score:	None

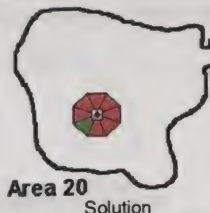
Title:	Swinging Spiders	
Area:	Area 6	
Players:	1	
Controls:	In Game Control	
Engine:	In Game	
G.U.I	Standard	
Game Type:	Environmental, reaction	
Story:	Pepper and Johnny enter Area 6, to see the crystal sat firmly across the room, Pepper moves forward toward the crystal. But before he manages to take two steps, a mass of spiders drop from the ceiling, hanging from their thread; they swing back and fourth preventing Pepper from reaching the crystal.	
Gameplay:	<p>Players Aim Pepper must reach the other side of the room and grab the crystal, avoiding any swinging spiders along the way. The closer to the crystal, the denser spiders become.</p> <p>A safe zone has been added to allow the player to rest mid way.</p> <p>Spider Movement Each spider is attached to a thread, which it swings on in an arc (Shown right). Each swings at a different speed to add to the difficulty.</p> <p>Collision If Pepper runs into a spider, he will be knocked back, this can result in him being hit off multiple spiders, each time being knocked back further.</p> <p>Winning When Pepper reaches the crystal the spiders will scurry back up their threads, never to return.</p>	 <p>Puzzle Area 6</p> 
High Score:	Fastest Time	

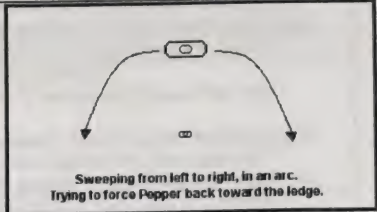
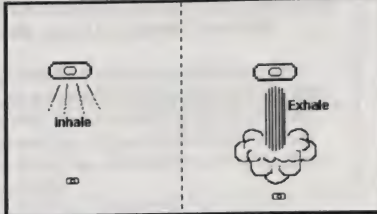

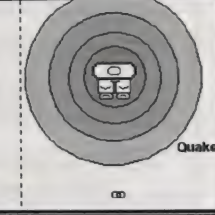
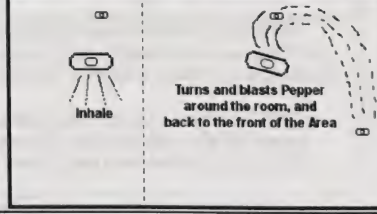
Title:	Through the ages
Area:	Area 14
Players:	1
Controls:	In-Game Control
Engine:	In-Game
G.U.I	Standard
Game Type:	Memory
Story:	Pepper and Johnny enter the cave to find the exit blocked by a locked door. In the room are six busts of the boss's ancestors.
Gameplay:	<div> <p><u>Aim of the Game</u> Place the busts in age order, starting from youngest and ranging to eldest.</p> <p><u>Room</u> The busts are lined up along the east wall, each standing on a red tile. All busts have a name plaque, which Pepper can read.</p> <p><u>Busts</u> Pepper can push and pull the busts around the room, in order to put them in their correct positions.</p> <p><u>The Solution</u> The answer to this puzzle is in Area 11, where there are portraits of the ancestors lined along the wall in the correct order. The portraits all have their own name plaque, which Pepper can read.</p> <p>Bust Order is: in age order starting from oldest to youngest. . Bust 1 – XXX Bust 2 – XXX Bust 3 – XXX Bust 4 – XXX Bust 5 – XXX Bust 6 – XXX</p> <p>If Pepper does not solve the puzzle within 10 minutes of entering Area 14, Johnny will give him clue, saying, "I'm sure we have seen these faces somewhere else?"</p> <p><u>Winning</u> Once Pepper has pushed the busts in the correct order, the door to Area 15 will open.</p> </div> <div>  <p>Area 14 Bust Positions</p> </div>
High Score:	

Title:	Rainbow Crystals
Area:	Area 19
Players:	1
Controls:	In-Game Control
Engine:	In-Game
G.U.I	Standard
Game Type:	Environmental, Item based
Story:	
Gameplay:	<p><u>Aim of the Game</u> Pepper must use all of the seven crystals he has found and place them on the correct stalagmite bases.</p> <p>The stalagmites are positioned around the centre stand, with a gap at the southeastern wall, where a sad, grey face is etched into the stone.</p> <p>Once all of the crystals have been placed on the correct stalagmite, a multicoloured beam of light will shoot out of the centre crystal and light the face engraved on the wall. This is displayed as a cutscene Dungeon1_Area19_Crystal1</p>
High Score:	



Title:	Solid Stone
Area:	Area 20
Players:	1
Controls:	In-Game Control
Engine:	In-Game
G.U.I.	Standard
Game Type:	Visual
Story:	Pepper and Johnny enter the room, to see the podium with the Orange Crystal set on top. Johnny quickly says "This is too easy, it's got to be a trap!"
Gameplay:	<p>Scene The crystal is positioned on a podium, which is sat on sectioned stone slabs. There are eight slabs in all; seven are red and the last is green. The green slab is at the rear of the podium and, initially out of sight, until Pepper walks around the back of the podium.</p> <p>Trigger If Pepper stands on a red slab, it will drop and he will fall down onto a slide, ending up in Area 1 (Floor 3). This is shown by the following cutscene. Dungeon1_Area20_SolidStone1</p> <p>Pepper must deduce that the green slab is the only one that does not collapse. When he steps on the green slab, the crystal will become available to collect.</p>
High Score:	

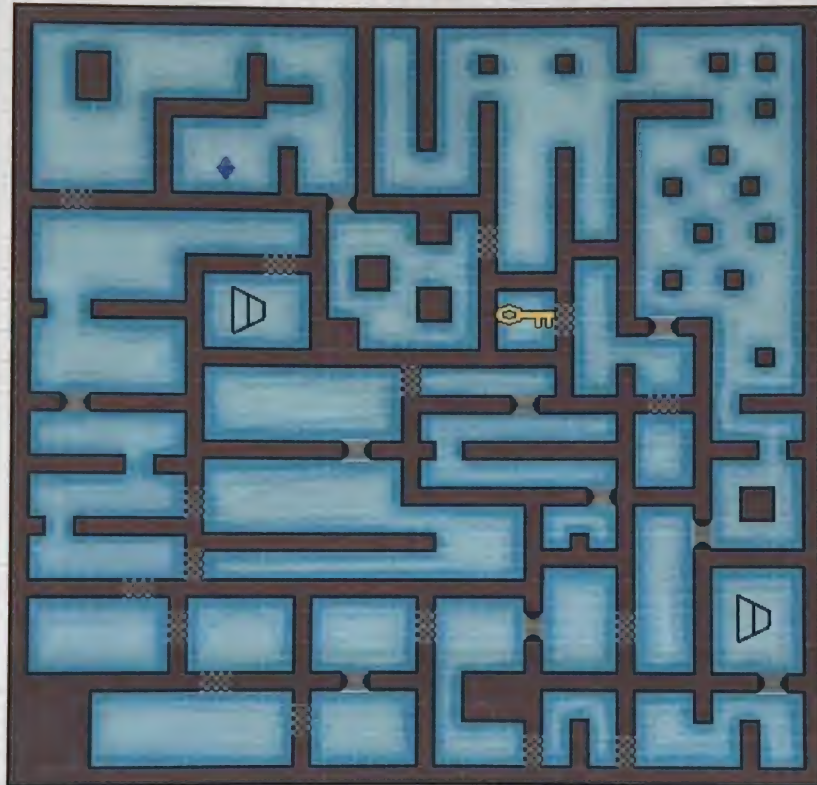


Title:	Boss Challenge	
Area:	Boss Room	
Players:	1	
Controls:	In-Game Control	
Engine:	In-Game	
G.U.I	Standard	
Game Type:	Reaction	
Story:	As Pepper enters the Boss room, XXX awakes in a very grumpy mood. He shouts to Pepper "Get out! It's bed time, don't disturb me when I'm trying to sleep!" Looking really angry, he starts to breathe in, readying to blow Pepper out of the room.	
Gameplay:	<p>Players Aim Pepper must stop the boss from blowing him out of the room, so he can give him the villagers' party invitation.</p> <p>Boss Movement Sweep The boss will mainly sweep from left to right, centring on Pepper.</p> <p>Attacks Gust Blow The Boss's main attack is the 'Gust Blow'. This is where the Boss inhales a large amount of air, then blasts it back at Pepper, like a gale. Once the boss starts to exhale, he cannot turn so his entire gust is concentrated in one direction.</p> <p>Pepper must jump to the side just as the Boss exhales, to avoid the attack.</p> <p>Quake The secondary attack is the 'Quake'. This happens when Pepper throws a pizza accurately into the Boss's mouth. XXX falls back onto his bottom, clutching his stomach. This impact creates a circular ripple along the floor, which will knock Pepper over if it hits him.</p> <p>Pepper must perform a jump, just before the ripple reaches him.</p> <p>Gust Blow 2 If Pepper runs behind the Bosses back, he will continue to face south while inhaling, and then quickly turn to blast the air at Pepper, sweeping him around the room to the south and near the ledge.</p> <p>Doing this prevents Pepper from attacking from behind, because he will be unable to throw a pizza in XXX's mouth.</p> <p>Defeating The Boss To defeat XXX, Pepper must land six pizzas in his mouth. This can only be achieved while XXX has his mouth open (inhaling). Because he is inhaling, the pizza will get sucked into his mouth, causing him to fall back on to his bottom (Quake). When this has been done six times, XXX will wave his hand in the air to submit. Following this is the final cutscene. Dungeon1_BossArea_BossDefeat1</p> <p>Pepper's Defeat If Pepper is blown off the ledge at the bottom of the Area, then he will have to start the challenge again, by re-entering the Area via Area 12. Dungeon1_BossArea_PepperDefeat1</p>	 <p>Sweeping from left to right, in an arc. Trying to force Pepper back toward the ledge.</p>     <p>Turns and blasts Pepper around the room, and back to the front of the Area</p>
High Score:	Fastest Time	

Cutscenes	
Dungeon1_Area2_Slide1	Shows Pepper and Johnny sliding down the water slide, into Area 9.
Dungeon1_Area2_Slide2	Shows a shorter version of Pepper and Johnny sliding down the water slide into Area 9.
Dungeon1_Area3_Bucketrun1	Shows Pepper stepping into Area 3, just as a loud snore shakes the mountain. Stalactites drop down into the centre of the room.
Dungeon1_Area4_Swing1	Shows Pepper and Johnny standing in Area 4. Pepper turns to Johnny, asking him "How are we to reach the other side?" Johnny, in a typical Indiana Jones scene, grabs Pepper and cracks his whip on a stalactite, swinging over the chasm with grace and skill. If Pepper and Johnny return to this section, they just simply swing over.
Dungeon1_Area4_Swing2	Shows Pepper and Johnny swinging across from Area 4 to Area 5.
Dungeon1_Area5_Swing1	Shows Pepper and Johnny standing in Area 5. Pepper turns to Johnny, asking him "How are we to reach the other side?" Johnny, in a typical Indiana Jones scene, grabs Pepper and cracks his whip on a stalactite, swinging over the chasm with grace and skill. If Pepper and Johnny return to this section, they just simply swing over.
Dungeon1_Area5_Swing2	Shows Pepper and Johnny swinging across from Area 5 to Area 4.
Dungeon1_Area5_Bucketrun1	When Pepper reaches Area 7, a loud snore can be heard throughout the mountain, causing the place to shake, which is followed by a loud smashing of stone. Pepper enters Area 5, and can see that three of the supporting pillars over the chasm have fallen, creating a makeshift bridge for him to cross.
Dungeon1_Area3_Bucketrun1	When Pepper enters Area 3's doorway, another snoring sound can be heard. Again, this shakes the dungeon, causing a few stalactites to fall and land in the centre of the room. Along the spiral slope, a few sections have fallen, causing holes in the walkway.
Dungeon1_Area7_Slide1	Shows Pepper and Johnny sliding down the water slide, into Area 5.
Dungeon1_Area7_Slide2	Shows a shorter version of Pepper and Johnny sliding down the water slide, into Area 5.
Dungeon1_Area15_Geyser1	Shows Pepper and Johnny standing over the hole, as water bursts up and carries them into Area 7 (Floor 3).
Dungeon1_Area15_Geyser2	Shows a cut version of Pepper and Johnny being lifted by the geyser.
Dungeon1_Area18_WebWayOut1	Shows Pepper falling through an old web, and then cuts to Area 1 to see him drop from the ceiling.
Dungeon1_Area18_NoTorch1	Shows Pepper and Johnny entering Area 18, and then turning around back into Area 17, saying, "I'm not going in there; it's far too dark!"
Dungeon1_Area20_SolidStone1	Shows Pepper dropping through the floor and sliding down the water slide into Area 1.
Dungeon1_Area22_Block1	Shows Pepper and Johnny pushing the block with all their might, but nothing happens. Then, a loud snore erupts, shaking the area, and the block bounces over the edge of the hole. Pepper and Johnny stop just at the edge. Once the block has fallen down, a loud thud can be heard as it hits the floor. This wakes the Boss creature that, from then on, may be heard growling and moaning; obviously he has just been woken up and isn't very happy.
Dungeon1_Area23_BlowFish1	Shows a Blow fish swim to the surface in Area 13 and blow Pepper out, back onto the land.
Dungeon1_BossArea_BossDefeat1	Shows Pepper successfully throwing the last pizza into the Boss's mouth, who falls, clutching his stomach, with belly ache. Pepper gives him the invitation.
Dungeon1_BossArea_PepperDefeat1	Shows Pepper being blown off the ledge at the bottom of the Area, then landing back in Area 12.

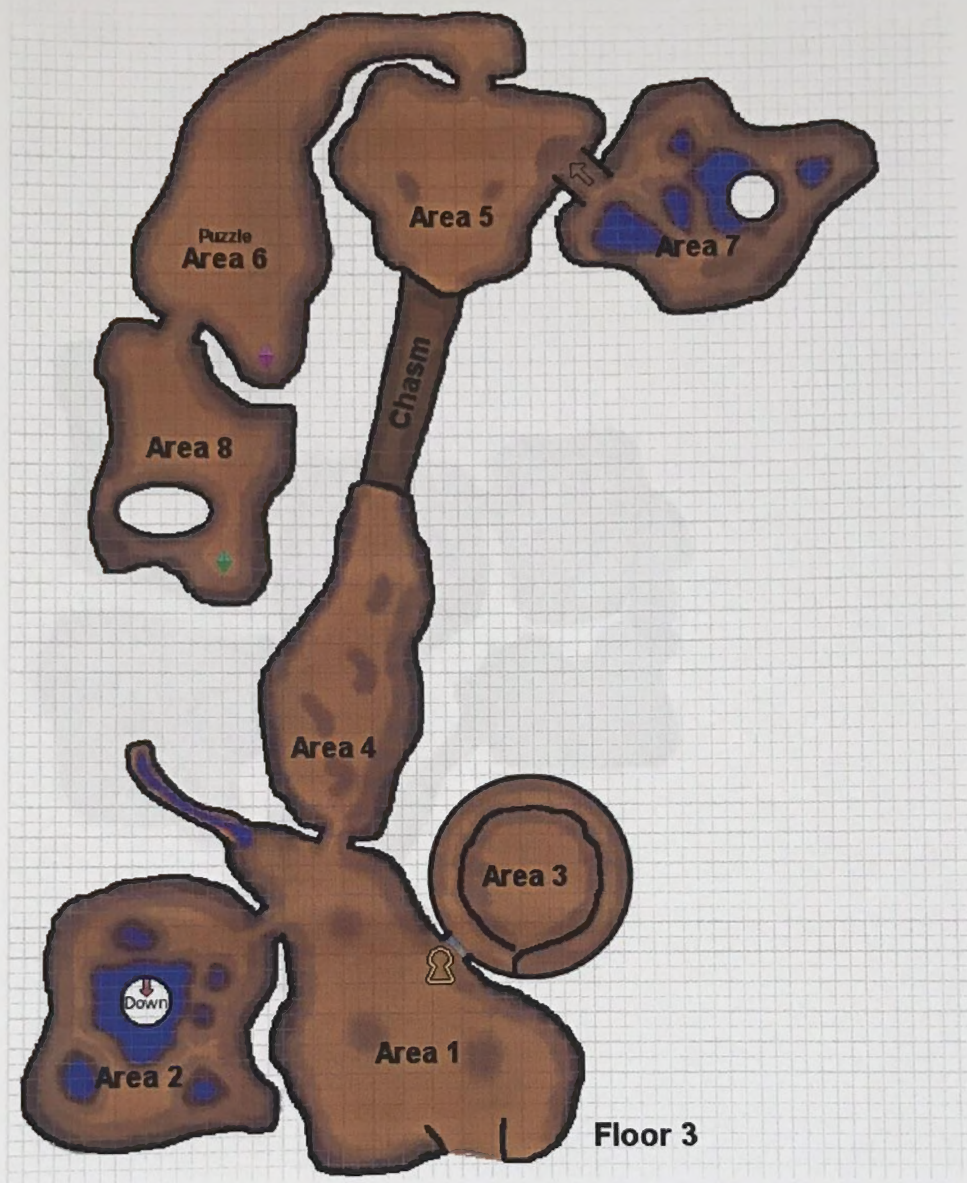
Characters

Name	Found At	Description
Magus Fan-Brick-stico AKA Old Man	Area 17	<p>A strange old man, who appears very scruffy. The truth behind him will take a long time to emerge. He is a fantastic magician who through out Lego Island III puts Pepper through different challenges to improve his performance.</p> <p>He is much like Mr Miyagi from Karate Kid, when he teaches Daniel to fight by putting him through many different tasks, which aren't directly involved with the subject.</p>
BOSS	Boss Area	<p>A grumpy ogre, who doesn't like to work. The only thing he likes more than sleeping is eating. Often gets annoyed if things don't go his way.</p>



Area 23
Floor 1







Floor 4

Walk Through

Pepper and Johnny arrive in Area 1 (Floor 3), no items are needed from outside the dungeon.

1. First enter Area 4, Johnny will use his whip to cross the chasm to get to Area 5
2. Enter Area 6, Complete the **Swinging Spider** puzzle to receive a **Purple crystal**
3. Go to Area 8 and pickup the detached **Torch** and **Green Crystal**.
4. Return to Area 1 via Area 5 and 4.
5. Enter Area 2, proceed down the slide to Area 9 (Floor 2) and complete **Hungry Statue** Puzzle.
6. Enter Area 10, Collect **Aqua Suit**.
7. Walk to Area 13, enter Area 23 (Floor 1)
8. Solve maze and collect **Blue Crystal** and **Gold Key**.
9. Go to Area 11, via Area 13. Check portrait order.
10. Walk to Area 14, via 13. Solve **Through the Ages** Puzzle to open the Area 15 door.
11. Go to Area 15, Check Laundry for **Yellow Crystal**.
12. Wait till the geyser stops erupting and stand over the hole, the water jet will propel you to Area 7.
13. Return to Area 1, via Area 5 and 4.
14. Use the **Gold Key** on the **Gold Lock** to access Area 3.
15. Proceed up the spiral slope to Area 17.
16. Speak to old man and complete **Bucket Run** puzzle, receive **Red Crystal**.
17. Enter Area 18, and solve the web puzzle collecting the **Pink Crystal** and proceed to Area 20, via Area 19
18. Collect the **Orange Crystal** and return to Area 19
19. Place the crystals on the stalagmites then enter Area 22.
20. Push **Block** off ledge and go to Area 12. Via Area 19,21,17,3,1,2,9 and 11.
21. Arrange blocks into steps and enter Boss Area
22. Defeat Boss